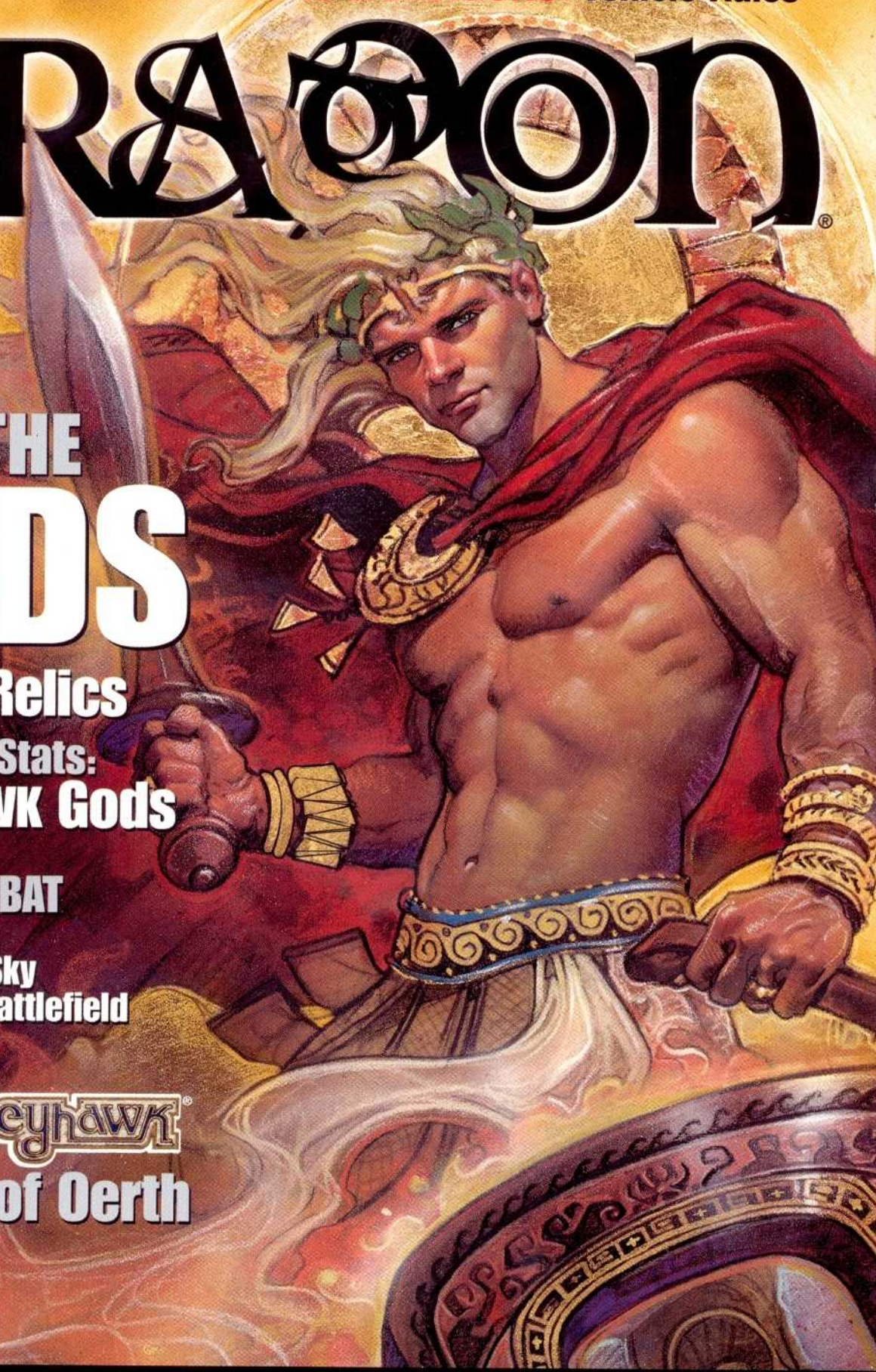


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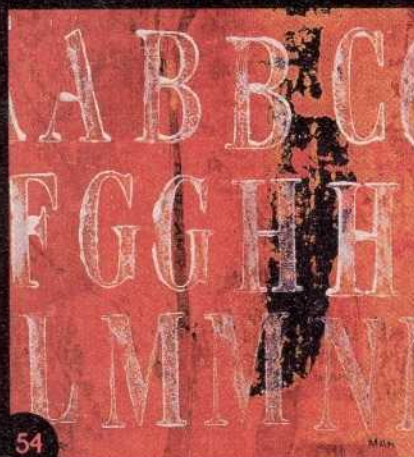
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Terese Nielsen shows us a new depiction of a classic sun-god image.



Not Door

A few weeks ago, I took part in an in-house playtest. Playing D&D at work is, in itself, a great experience, but this was better than the norm. For reasons unknown, I decided to play a darkmantle barbarian. Using the rules presented in last issue's "Monsters with Class" article, I rolled stats, getting a pretty decent character whose one disadvantage, a 4 Intelligence, seemed just my speed.

In issue #291's editorial, I described how I'm a sucker for characters who know their lines, and since I'd been editing this month's "Catchphrases" article before the playtest, I had to have snappy dialog. I wanted to let everyone know that my darkmantle barbarian was about as likely to solve a riddle as a drunk turnip. Latching on to something distinctive and easy, I decided that I would only speak in two-word sentences during the playtest.

The group dropped into the thick of the adventure we were playtesting, and we were presented with a choice of five different doors. Since everyone in the room was a professional game

designer or editor, we couldn't decide which door to open. Enter darkmantle dialog. "Door!" I shouted, and slammed into the nearest door. Not realizing that the door was made of stone, I was happy with a Strength check of 23. The stone didn't give an inch. Figuring this would puzzle the darkmantle (who, having no hands, couldn't try the knob), I turned to the other players and asked, "Not door?" Since the other players were busy laughing, I tried another door, failed, and again dubbed it a "not door."

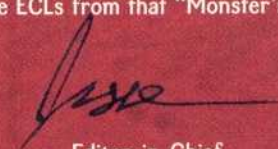
Once all five "not doors" had been opened by smarter party members, the darkmantle's speech pattern had been thoroughly established, and the other playtesters were starting to mimic the pattern, ad-libbing two-word sentences of their own. Good character catchphrases become signature lines and define the character. Inane dribble like "not door," however amusing, has the potential to totally overtake a group, and when everyone started joining in (to the detriment of the playtest), I loudly proclaimed, "Not imitate!"—playing it off like the darkmantle was sensitive about his speech.

Since the playtest was short, there was no real danger to the product or to the group even if everyone had adopted the darkmantle's speech pattern and stuck to it. However, that's not the case with most games, which can easily be damaged by too much silliness.

Knowing a group's tone is part of playing well, and even if you've come up with what you think is insanely funny behavior or dialog for your character, it's a good idea to first make sure it's the right kind of group and the right kind of session for the humor. Making folks laugh at the beginning of the session with an oft-repeated bit of nonsense is well worth it, but it's not particularly fair to a hard-working DM to do so in the middle of the climactic encounter.

Catchphrases, even those as silly as the darkmantle's, are mostly about helping the mood and verisimilitude of the game. The mood for the playtest, because of the darkmantle, was unfettered goofiness—not a good choice for a campaign that's meant to last.

I know I'm not the only player who thought up a stupid line for one of his characters. Send a note to scalemail@wizards.com and tell us about your favorite low-Intelligence character and the silly stuff that made you laugh at the gaming table. Or, better yet, send a note telling us how the ECLs from that "Monster's with Class" article are working out.



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Few changes grace the pages of DRAGON this issue, a fact that seems out of place in light of the chaotic pace of the last few months. Many of you have written in praising the recent issues, and we're glad to see that some of you are enjoying and commenting on issue #292's playtest article "Bad Seeds." In the future, we'll have more opportunities like "Bad Seeds" and the feats from issue #293's "Elemental Planetouched." A few of you have asked questions about the playtest material, wondering if it has been balanced for use in your game. Well, all modesty aside, DRAGON presents some of the most well-balanced material around, and the playtest material is no exception. The feedback solicitation is a request for our readership to use the material and tell us what they think. If the material is as interesting and well balanced as we think it is, it will likely appear in a larger product.

Flower Power

I was very relieved to see the "Bad Seeds" article in issue #292, since one of the things that I thought was lacking from the *Monster Manual* was a nice representation of plant creatures. (I seem to remember many more plant monsters in the 2nd Edition *Monstrous Manual*, some of which appeared in the current article.)

It was particularly nice to see the return of the myconid, and I can't wait until my PCs gain a few levels so I can toss an orcwort at them! My only regret is that my adventuring group just recently finished trekking through the forest, and now I'll have to think up some excuse to have them wander back through it!

Robert Matunas • Cranbury, NJ

Regurgitated Races

"Lords of the Lost Vale"—hmph! The subtitle should have read: Four Old Races Regurgitated into "Edition du Jour" Format. The saurials are not "new." They appeared as PC options in 2nd Edition's *Complete Book of Humanoids*, and in *Curse of the Azure Bonds* before that. Try to be accurate when you pass this stuff off as new. Next you'll be telling us the fighter is a new class. You might try coming up with something new instead of riding the coat-tails of 1st and 2nd Edition AD&D.

Sorry. I forgot that it has been about ten years since anything innovative like DARK SUN came out. At least you're not saying the myconid and needleman in the "Bad Seeds" article are new monsters. Can you tell me who originally came up with the needleman for the 1st Edition's *Fiend Folio* or the myconid for the 1st Edition's *Monster Manual* 2?

I see you're planning on repackaging these old monsters between two covers and marketing them in a supposedly new product, for those who haven't bought the same material the first two or seven times.

Vince Lethal
Vince_Lethal@hotmail.com

Presenting a race or monster with statistics appropriate for the new edition

is important to a lot of our readers, and few articles in the past year have received as much praise as "Lords of the Lost Vale." Sean K Reynolds, one of the authors of the new FORGOTTEN REALMS Campaign Setting book, did a great job on the article, and since we knew that they wouldn't appear in any FORGOTTEN REALMS products in the near future, DRAGON was the place to present them.

If conversions bother you, don't worry, in 20+ issues dedicated to 3rd Edition, we've done conversions less than a dozen times, and each, as in the case of the death knights from issue #290 and the saurials from issue #292, was requested by large numbers of readers before we decided to run it.

We're always interested in getting feedback on this topic though, and we'd love to hear how often others think we should present conversions.

Emotional Return

I was very excited to see the return of my favorite humanoids—the saurials—to the FORGOTTEN REALMS. I was also glad to see that Sean K Reynolds included the scent/emotion descriptions. I really enjoyed The Finder's Stone trilogy by Kate Novak and Jeff Grubb and have read that series several times. I found a few scents/emotions that were not covered in your article, and I've included them for your consideration. They are:

- Vanilla: amusement
- Hay: concentration, arcane magic
- Mint: shame or remorse
- Garlic: stubbornness/determination
- Chicken Soup: impatience
- Basil: desire
- Soil: frustration
- Cinnamon: love

I would like to add that I've been enjoying DRAGON Magazine for nearly 10 years. I might not always use every article, but more often than not, I find several useful articles or bits of information. Keep up the good work!

Dean Siemsen • Sent via email

Chain Gang

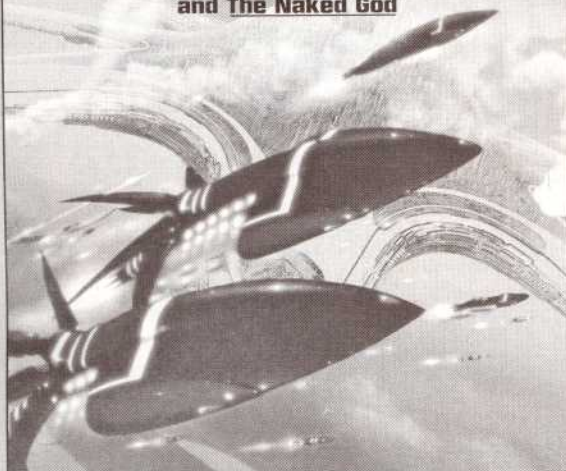
I was wondering if we'll be seeing some more coverage of CHAINMAIL as a

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wargame in the pages of *DRAGON*. I realize that you are running articles about the setting, but those are for D&D and don't actually pertain to the wargame aspect of CHAINMAIL.

I feel that now is the time to promote CHAINMAIL as a wargame, not just as a D&D setting. Recently, we have seen the demise of FASA and their wargames, as well as a decline in the sales of other wargames due to prohibitive pricing and the publisher's attitude toward distributors and retailers. A decent marketing of CHAINMAIL could prove profitable. By decent marketing, I'm not suggesting TV ads, full-page magazine ads, or billboards, but merely a bit more coverage and information in your non-electronic media. A few strategy articles or even a regular column for Q&As, FAQs, product previews, and so on would be great.

Another complaint I have is the lack of information concerning product availability. How about including an ad that shows what figures and box sets are available for the various factions? I do not have Internet access, so I can't check the Web for product information. How about throwing us poor electronically challenged folks a bone here?

There is a void for good wargames out there, and you have a good product that could fill it if only you would let it. Please don't let this good game slip through the cracks.

William Wright • Address withheld

Our "Command Points" column, written by game designer Rob Heinsoo, concentrates on exactly the kind of CHAINMAIL coverage that you describe. New warbands and effective strategies promote the game as a wargame. We know we're biased, but we love CHAINMAIL too.

Old School DRAGON

I recently finished reading my copy of *DRAGON* #292, and I noted Jason Sitcosky's letter with some concern. If I read it correctly, the gist of Mr. Sitcosky's letter is that he believes *DRAGON* no longer applies to old-school roleplayers such as himself. I'm in that category, too—I've been gaming since 1979. Mr. Sitcosky feels that today's *DRAGON Magazine* caters only to the hack-and-slashers.

I contend that *DRAGON Magazine* (and its *DUNGEON* companion), in fact, appeals to everybody. I've always felt that the

new edition of D&D stresses, among other things, flexibility and customization. There are uncounted players out there, and they fall into several gaming types, as the magazine has mentioned in the past. Still, *DRAGON* can be for everybody. While it's impossible for every article to be written specifically for every type of gamer, I believe that you can get a great deal out of nearly everything in every issue.

Whether you're a hack-and-slasher; Monte Haul-er; rules lawyer; enjoyer of mystery, horror, or historical campaigns; power gamer; pure roleplayer; or something completely different, it's very easy to adjust and fine tune the material to work with your campaign.

I don't use everything I read in *DRAGON* (that really can't be done), but I get a great deal of use out of nearly the entire magazine every month, provided that I alter it to give it that special "Tyler touch."

The rules (in both the books and magazines) can help you run any type of campaign you want. If rules and material seem to lean one way, and you want them to lean the other, just push a little and change them until they fit into your campaign. It's your game, after all.

Tyler Jones • Tempe, AZ

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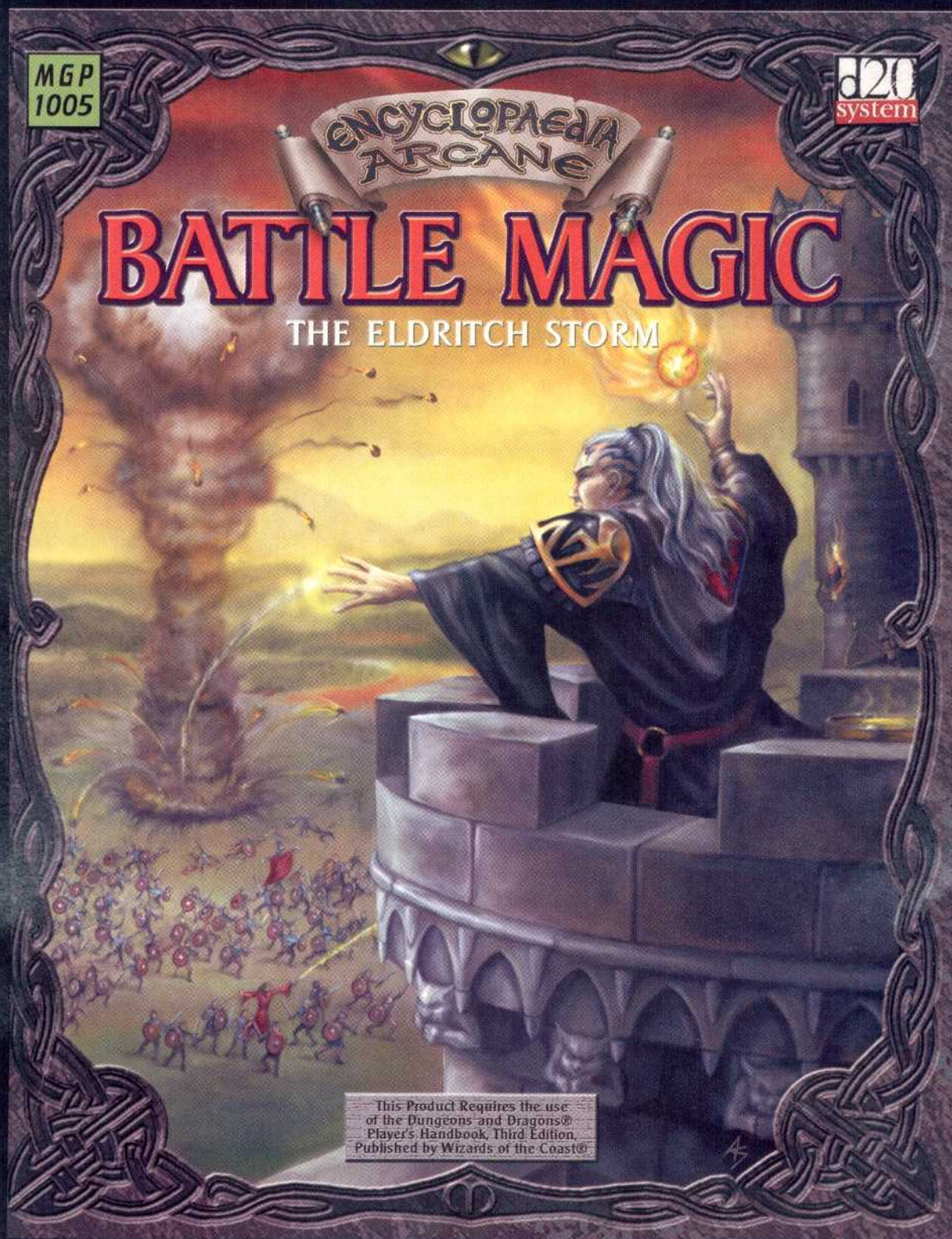


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We agree. In fact, to show our readers how ideas can easily be used in different ways, we've started including many "In Your Campaign" sidebars in each issue. Now we want to know: Are they working?

We Like This Guy

Each month, I anxiously await the plastic-wrapped gift of your magazine in my mailbox. I am fanatical as I carefully remove the protective coating to devour each and every page, beginning with the cover art and anecdotal message from the editor. I am amazed, and wonderfully satiated, by the academic depth and thoroughness of each article—be that historical cities, cultural bastions, or even fantasy races. You exist in a challenging market: Websites can out-publish you and reach a broader audience at less cost, and full books and source material can outpace you in focus and devoted page space. And yet you thrive.

DRAGON is a staple of the gaming industry and an invaluable resource to gamers, aficionados, and game masters. My only regret when I read your magazine cover to cover is the voice of such unhappy people as those who periodically fill the "Scale Mail" column. Not every article is written for them, but for mass appeal. To them I say: Apply a bit of that gamer creativity and intellect, and either adapt the material or do not incorporate it into your game. If your money is wasted on the magazine, spend it elsewhere or create what you feel are valuable contributions to the industry.

Keep up the good work *DRAGON*. You set a standard for the industry and continually surpass yourself.

Brian A. MorganArmstrong
La Verne, CA

Thanks. We love us too.

Githyanki 101

I've read *DRAGON Magazine* for a while now, and I've always enjoyed the articles dedicated to the language and names of a particular species; surface elves, drow, dwarves, dragon, and so on. These articles are great because they give a useful resource for all players to use and recognize.

Recently, I've started playing a female Githyanki, Ytlac'ra. From what I can tell, the Gith language is a bit

guttural, with lots of hard consonants and a few silent letters scattered about. I've tried to find a language I could use as Gith, since I can't find any "official" listings, but I haven't had much success.

I was wondering if there are any plans to construct a language primer for the Gith? If not, are there any tips you can offer for creating one myself, such as grammar rules and sentence structure? Any help would be appreciated!

Name and address withheld

We don't have plans for language primers of any kind, but our minds aren't closed to the idea. The only reason not to do language primers is that while they might be just the thing one or two of our readers are looking for, they don't sound like the kind of article that will benefit lots of readers. However, if we've misjudged demand, it's up to you folks to let us know.

School Has Never Been So Fun

Having read the editor-in-chief's comments on one shots (issue #292), I had to write in and relay the one-shot adventures I play with my old gaming buddies every so often. We used to call this adventure game "school," and the name has stuck even though we are all in our thirties now.

The basic premise of the game is that you are yourself. The hilarity starts as the players write down the scores and skills they think they have. Then we proceed through an adventure the DM creates using all the extraneous people that the assembled gamers know through school, work, and so on.

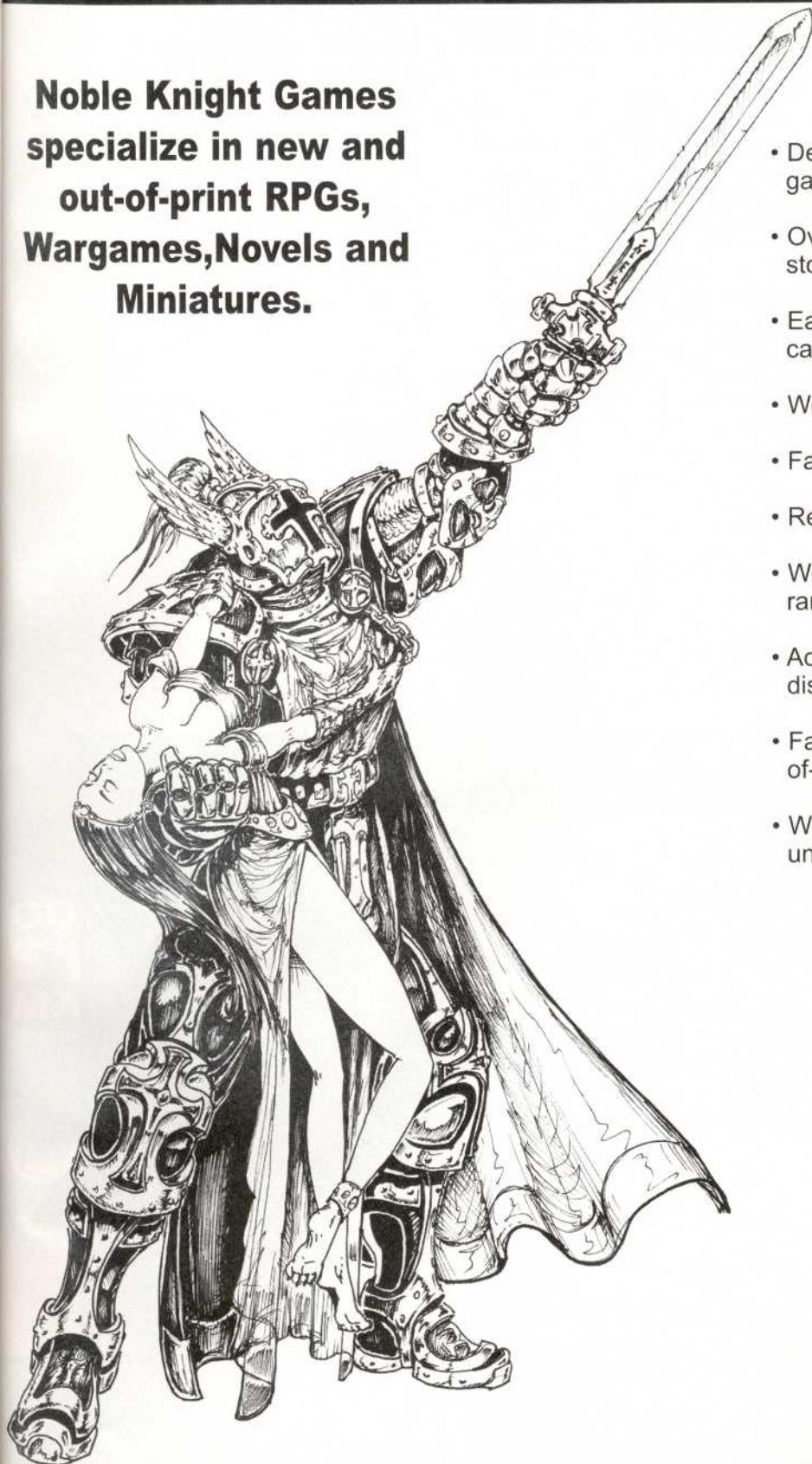
In creating these one shots, the essential fun is interacting with the numerous NPCs (all of whom are real-life characters) but in the adventure, they are involved in secret plots to take over the school, they run drug and prostitution rings, and sometimes they have far more encompassing plans—like taking over the world. Players get to track down people they know (friends, neighbors, enemies, and so on), spy on them, and figure out what everyone is up to. It provides a hilarious satire that is fun to play and even more fun to DM.

Will Henson • Alameda, CA

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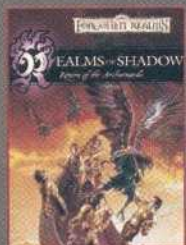
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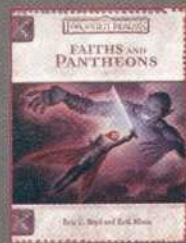
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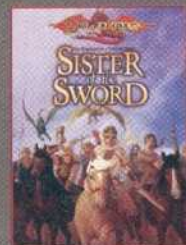
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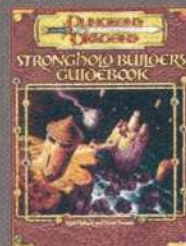
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Super editor Matt Sernett recently ran a similar one shot using the rules from the upcoming d20 Call of Cthulhu. Everything was going well until DUNGEON Editor Chris Thomasson (well, his character) got eaten by a strange flying head thing. That was weird.

Lolth and Found

The "Rogues Gallery" in issue #290 about the Justicar and his friends piqued my interest, so I've bought and read the novels that tell his story. I was surprised that I was able to finish all three of them! *White Plume Mountain* was the first novel to hold my interest since I got out of high school! The characters are great, and how the story is told makes it seem as if it were actually being played out by players—wise-cracks, catchphrases, and all!

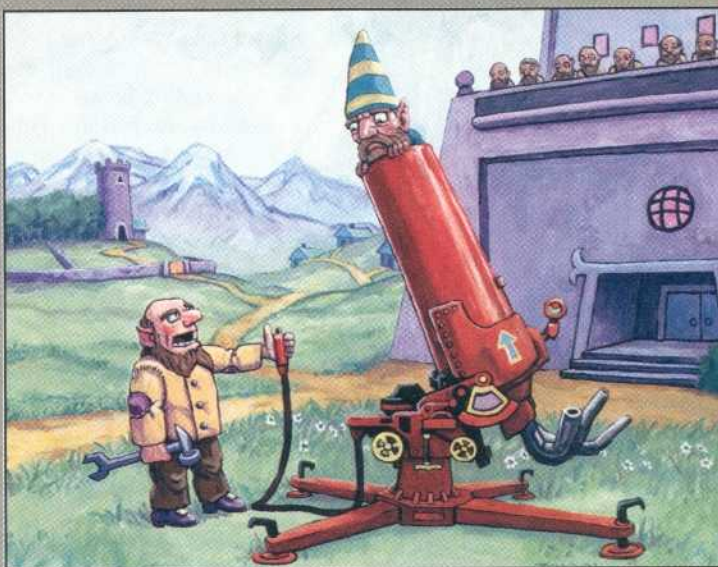
The thing that bothers me is that with most D&D books, such as the DRAGONLANCE and FORGOTTEN REALMS series, what happens in them becomes "official." In the end of *Queen of the Demonweb Pits*, Lolth is killed by the party on her home plane, which implies that she can't come back anymore. So is she *dead*?

I know that DMs can make up whatever they want and not include the events in the novel, but what about the official stuff being put out by Wizards of the Coast? Is she officially dead? Will she come back like Orcus? Will she no longer appear in D&D campaign-based novels and resources? That would be a serious blow to how the drow operate and function! Please let me know what's up, okay?

Ryan Bernardo • Vacaville, CA

Good questions. Sadly, you'll have to wait. A new novel series dedicated to the trials of the drow in the FORGOTTEN REALMS is on the horizon. We're not sure what is going to be announced when, but by the time you read this, you should be able to find information about the upcoming series on the Wizards of the Coast website. Check out www.wizards.com. D

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"Look, if you need to be in Waterdeep in fifteen minutes and can't afford to teleport . . . frankly, this is your only option."

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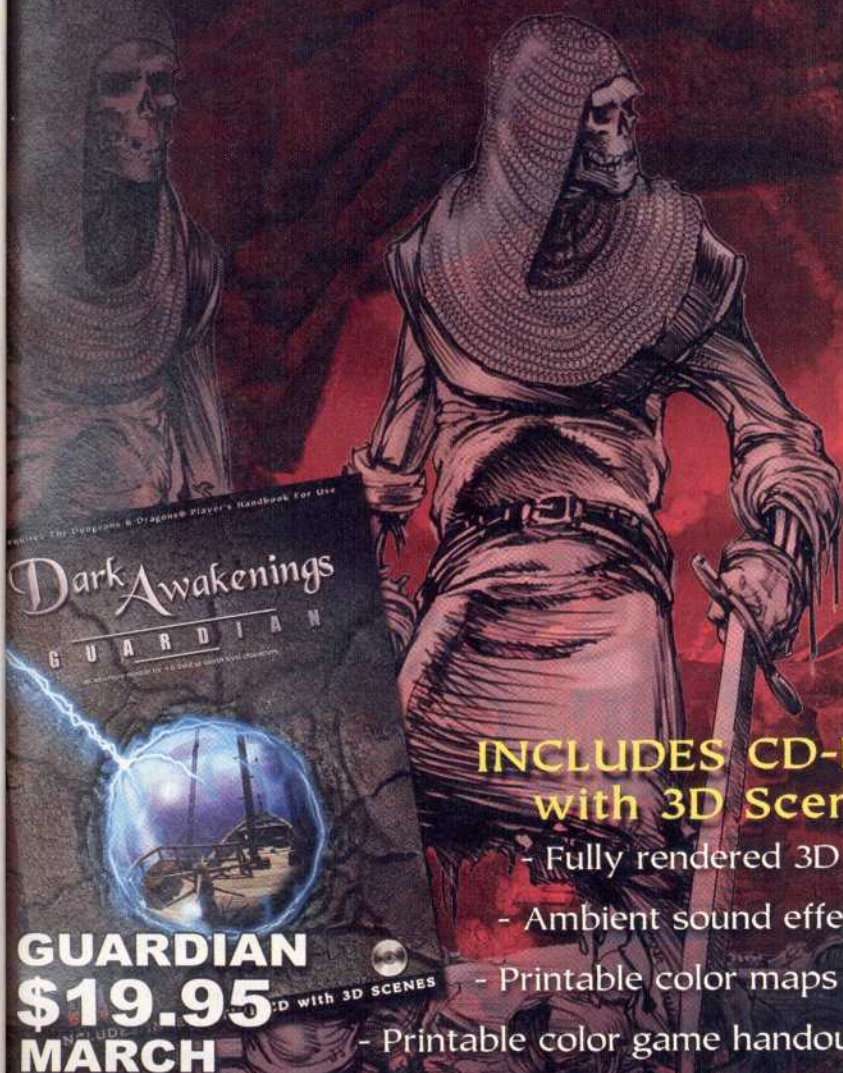
MATT'S PICK (DON'T ASK)

"YES, the conical hat is required to make the best lemonade; now keep stomping on the pad and when I push this button the peels, pulp, and juice will come out of those three pipes accordingly."

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DUNGEON Magazine #92 Interlopers of Ruun-Khazai by David Noonan

An ancient githyanki fortress on the Astral Plane suddenly reappears out of the swirling vortex of energy in which it disappeared so long ago. The opportunity to explore such a potential source of riches can't be passed up, but are the PCs the only ones with an interest in the stronghold? A D&D adventure for four 13th-level PCs. This adventure is in support of the *Stronghold Builder's Guidebook*, which releases in May, 2002.

The Razing of Redshore by James Jacobs

Something in the deep ocean is terrorizing the coastal fishing and whaling town of Redshore. The PCs, after some investigation, find that the disturbance is more of a handful than they could possibly imagine. A D&D adventure for 20th-level PCs.

The Swarm by Tito Leati

A group of dwarves is looking to reclaim some ancestral mining territory when they meet the PCs . . . and the current inhabitants of the tunnel complex that forms their mine. A D&D adventure for 1st-level PCs. This adventure is in support of the new novel by T.H. Lane, *"The Savage Caves."*

Return of the Blessed Damozel by Frank Brunner

The PCs have the opportunity to save an endangered soul from eternal damnation, but they must face a tough gang of street thugs and their mysterious master to succeed. A D&D Side Trek for 11th-level PCs.

POLYHEDRON #151 Spelljammer: Shadow of the Spider Moon

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Up on a Soapbox

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All I Need to Know I Learned from D&D LESSON #8: Ain't it the Pits?

A Trap for all Occasions

The pit trap began very simply: A couple pits were placed on the first dungeon level below the ruins of Castle Greyhawk. These initial pits were no more than holes in the floor, open spaces that made it difficult for the characters to follow their routes in the dark labyrinth.

Such impediments were not usually dangerous, and they were easily overcome by the use of rope and spikes. Open pits were mainly an inconvenience—they slowed progress for a little while. However, they could be dangerous if the adventuring party was fleeing pursuit by a monster. Placing a pit just before a door worked well. Characters forcing open the door from the non-pit side had a chance of stumbling through the portal when it came free, falling into the hole. Coming at the door from the pit side made it very difficult to get to the door and open it by force. But of course, the players soon devised ways of dealing with all of these difficulties.

It was obvious that the time had come for a more elaborate form of the pit: the concealed hole with a trap door that opened suddenly, dropping the victims into it. The covered pit appeared on the second level, and this led to the rise in popularity of the 10-foot pole. Non-human characters able to spot such traps were also more in demand. Nonetheless, this new type of pit had surprise working for it, and there was no doubt that from the DM's standpoint, it was much better than a plain hole in the floor of the dungeon corridor. Also, this new pit could be placed in rooms and chambers.

By the time the characters had progressed to 3rd level or beyond, the threat of taking 1d6 damage wasn't dismaying. Ah-hah! I came up with a solution for this. Put spikes in the bottom

of the pit, and the damage is increased by a considerable amount. Deepen the pits to 20, 30, or more feet, and yet more harm is inflicted on the unfortunate victim. Add trapdoors that close after the subject falls into the pit so that the character scouting ahead seems to disappear without a trace if he's caught in the pit. And to make things really tough, add poison to the spikes, have a black pudding make its home in the pit, cover its bottom and sides with yellow mold or any number of like-minded dirty tricks, and voilà! Now the pit has become a very real threat again.

To be fair, balance things—such perils need ways and means for the PCs to discover the traps without falling into them. For my players, spells served well for this, and better still were magic items like the *wand of secret door and trap detection*. By using their 10-foot poles, making visual checks, and employing magic, even the most dangerous pit traps became manageable and, eventually, rather staid.

The insidious DM, however, can use adversity to advantage. As the pits were avoided by characters, what better place to locate secret doors leading to the places the party wanted to find? Thus, in addition to being a hazard, the pit then became a place to seek out. To that nuance, of course, was added another: the pit with a secret door leading to another trap.

The moral to this tale is simply that the human mind is devious. In the well-planned dungeon, though, the defense (the DM) can always remain ahead of the offense (the players). The cautionary addition to this must be noted well. The Dungeon Master who does so will soon be without PCs to admire how clever and cruel his traps are. ☐

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I DIDN'T SEE
HIM THE WHOLE
BATTLE!

MAYBE ONE
OF THE
COW-SIZED
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ATE HIM.



Epic Level Countdown

by Mat Smith

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Epic Skills

Playing at the epic level means doing things that a normal character can only imagine. Epic skills enable characters to perform acts of truly heroic proportions. For example, the *Epic Level Handbook* describes Lidda the epic-level rogue as being able to "hustle across a hair-thin thread, put her ear to a door, and hear a cat breathing three rooms away." Take a look at some of the other things you'll be able to do as a highly skilled epic-level character:

Climb: Scale a perfectly smooth, flat overhang or ceiling (DC 100).

Concentration: Cast a spell with somatic components while grappled (DC 50 + spell level).

Escape Artist: Pass through a wall of force (DC 120).

Open Lock: Open a lock as a free action (DC 50 + lock's original DC).

Swim: Swim up a waterfall (DC 80).

Tumble: Ignore falling damage from any height (DC 100).

Epic Feats

Epic feats allow your character to do the truly miraculous. "Casting spells with a glance. Firing arrows at opponents standing at the horizon. Beheading opponents with your bare hands. Crafting mighty magic items of unsurpassed power. Charming liches with the power of song. This is the stuff of the epic feat." The *Epic Level Handbook* features over 100 epic feats to choose from—as if picking a new feat wasn't already hard enough. Each one either gives your character a new capability or enhances one he already has.

Distant Shot: Target anything you can see with a ranged weapon with no penalty for range.

Legendary Tracker: Track across or through water, even through the air.

Positive Energy Aura: Automatically turn (or destroy) undead within 30 feet.

Tenacious Spell: Chosen spell cannot be dispelled, only suppressed for 1d4 rounds.

Vorpal Strike: Unarmed strikes can behead opponents.

You'll also discover that while the things an epic character can do are well beyond the scope of anything he's done before, one thing hasn't changed: The most exciting part of gaining a level as an epic-level character is looking forward to the next one. **D**

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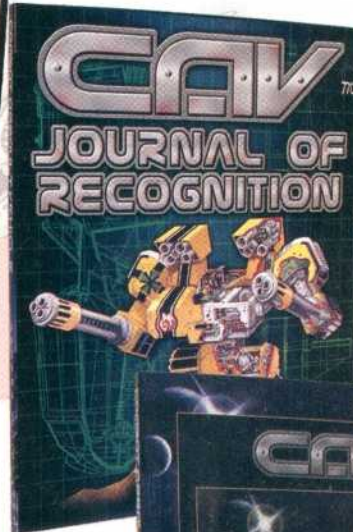
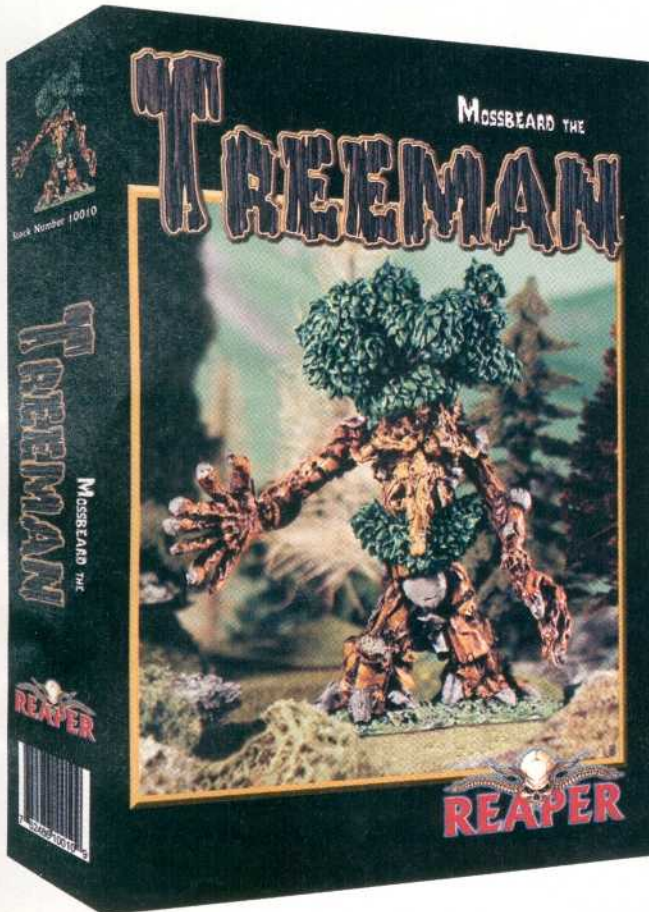
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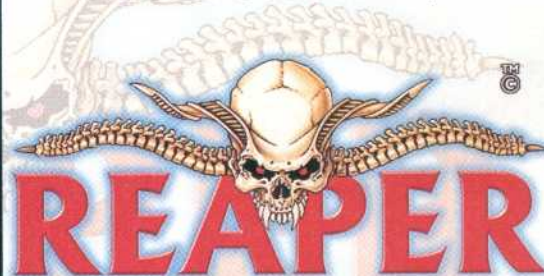
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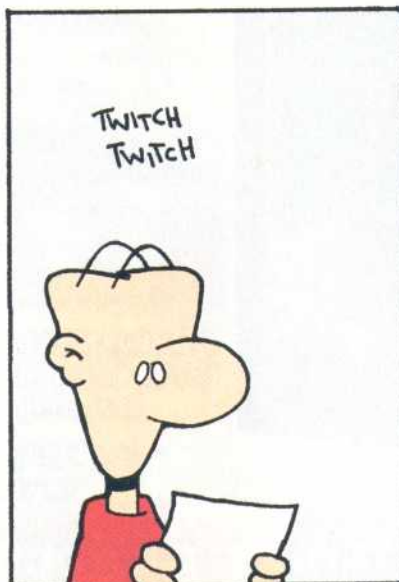
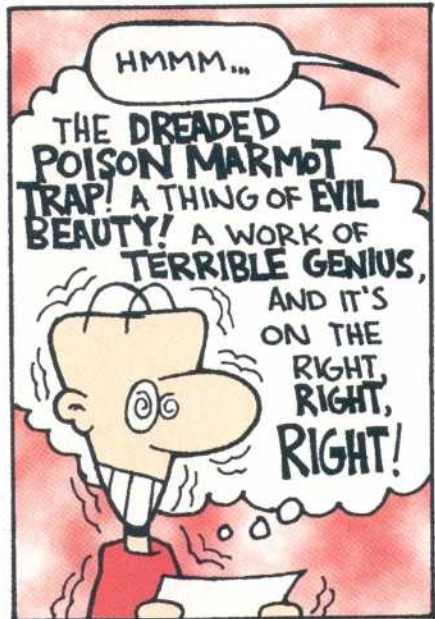
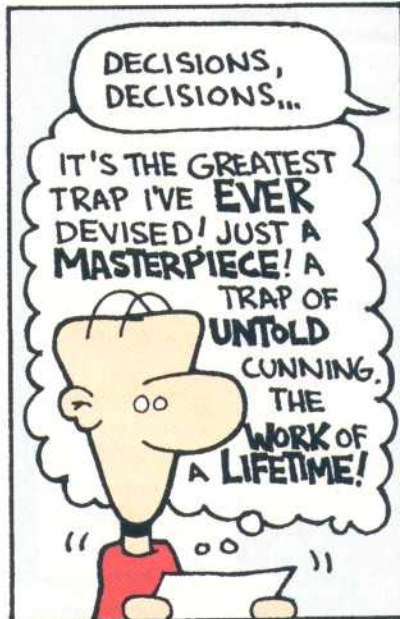
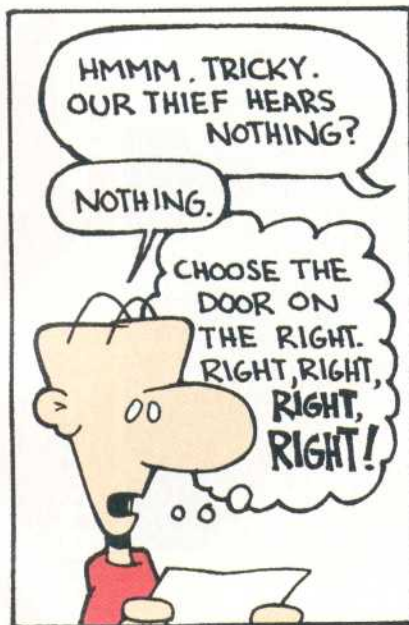
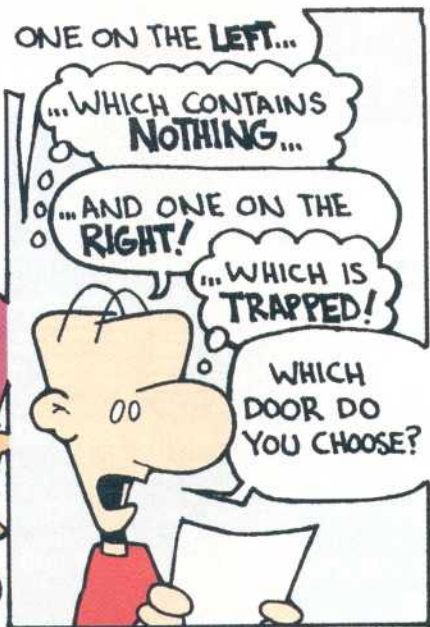


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FOUR GODS OF GREYHAWK

by David Noonan • illustrated by Anthony Granato

While most of the deities central to the Greyhawk campaign setting are detailed in *Deities & Demigods*, there are several gods who play a role in the setting that are not part of the core pantheon as it is described there. Here are four of them: luz, demigod, demon-prince, and head of state; Pholrus, stern god worshiped in the Theocracy of the Pale; Rao, god of meditation and grace under pressure; and Tharizdun, the mad god who would destroy the universe.



LUZ

Demigod (3)

Symbol: Grinning skull

Home Plane: Material Plane

Alignment: Chaotic evil

Portfolio: Deceit, pain, oppression, evil

Worshippers: Residents of the Empire of luz and environs, interrogators, spies

Cleric Alignments: CE, CN, NE

Domains: Chaos, Evil, Trickery

Favored Weapon: Greatsword

Thought to be the cambion son of the demon lord Graz'zt, ruler of the 45th through 47th layers of the Abyss, and the powerful wizard Igglwlv, luz is the ruler of his own nation-state in the heart of the Flanaess. He generally

takes the form of a massive, pale demon when he wants to impress and intimidate visitors, but he looks like a shriveled old man when he wants to put supplicants at his court at ease.

Dogma

luz revels in the exploitation of the weak by the strong, rule by guile and deceit, and the inflicting of pain for the sheer joy of it. His followers seek to expand the reach of the nation of luz, crushing enemies only after they've tasted agony beyond imagining. Power, pain, and oppression are the ultimate goals, and no means to those ends is beyond the pale. No trick is too cruel, no attack too ruthless, and no sacrifice to luz too sickening.

Clergy and Temples

The clerics in luz's church practice a bizarre form of survival of the fittest, fighting with each other as much as they compete with other faiths, alignments, and powers. They travel across the Flanaess, often in disguise, seeking powerful magic items and captured creatures of great good (such as clerics, paladins, and monsters such as unicorns and couatls). Outside of the nation of luz, clerics adopt whatever nondescript garb allows them to blend in—worship of luz is forbidden in many lands.

Two tiers of six advisors each (collectively called the Boneheart) are available at luz's beck and call. Another group of six powerful agents known as the Boneshadow travel the world on important missions of pain and deceit, projecting luz's dread influence everywhere.

luz builds grand temples to himself in his nation-state, but his churches are small and secret elsewhere. He maintains important sites for mass rituals, sacrifices, and other ill deeds in forbidding wilderness terrain far from the eyes of good.

luz

Cleric 20/Assassin 10

Medium-Size Outsider (Chaotic, Evil)

Divine Rank: 3

Hit Dice: 20d8+160 (outsider) plus 20d8+160 (Clr) plus 10d6+80 (Asn) (760 hp)

Initiative: +11 (+7 Dex, +4 Improved Initiative)

Speed: 60 ft.

AC: 43 (+7 Dex, +3 divine, +16 natural, +7 deflection)

Attacks: +3 chaotic unholy greatsword +57/+52/+47/+42 melee; or spell +54 melee touch; or +45 ranged touch

Damage: +3 chaotic unholy greatsword 2d6+27/17-20, or by spell

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Domain powers, divine aura, salient abilities, spell-like abilities, sneak attack (+5d6), death attack (DC 27), poison use

Special Qualities: Divine immunities, fire resistance 23, damage reduction 38/+4, spell resistance 35, portfolio powers, spontaneous casting of divine spells, understand, speak, and read all languages and speak directly to all beings within 3 miles, rebuke undead 13/day, remote communication, godly realm, *teleport without error* at will, uncanny dodge (cannot be flanked, +1 Reflex saves/AC against traps)

Saves: Fort +44, Ref +34, Will +46

Abilities: Str 42, Dex 24, Con 26, Int 24, Wis 31, Cha 24

Skills: Bluff +53, Concentration +31, Diplomacy +71, Disguise +43, Forgery +33, Gather Information +43, Hide +43, Innuendo +46, Intimidate +57, Knowledge (arcana) +53, Knowledge (religion) +53, Knowledge (history) +33, Knowledge (nobility) +33, Listen +36, Scry +30, Search +33, Sense Motive +46, Spellcraft +30, Spot +36

Feats: Cleave, Combat Reflexes, Dodge, Expertise, Extra Turning, Great Cleave, Improved Bull Rush, Improved Critical (greatsword), Improved Initiative, Mobility, Power Attack, Power Critical

(greatsword), Spring Attack, Sunder, Superior Expertise, Whirlwind Attack
Divine Immunities: Transmutation, draining and ability damage, mind effects, disease and poison, stunning, sleep, paralysis, death effects, disintegration, electricity, cold, and acid

Salient Divine Abilities: Alter Size, Alter Form, Lay Curse, Wound Enemy

Domain Powers: Cast chaos and evil spells at +1 caster level

Spell-Like Abilities (at will as a 13th-level caster; base DC = 20 + spell level):

Animate objects, change self, chaos hammer, cloak of chaos, confusion, create undead, desecrate, dispel good, dispel law, false vision, invisibility, magic circle against good, magic circle against law, mislead, nondetection, polymorph any object, protection from good, protection from law, screen, shatter, summon monster IX, time stop, unholy blight, word of chaos, blasphemy, unholy aura

Cleric Spells/Day (base DC = 20 + spell level): 6/g/g/8/8/8/7/6/6/6

Assassin Spells/Day (base save DC = 17 + spell level): 4/4/4/2

Divine Powers

As a demideity, luz adds a divine bonus of +3 to all attacks, saves, and checks. This is included in the statistics block when appropriate. He treats a 1 on a saving throw or attack roll normally and not as an automatic failure. He is immortal.

Senses: luz can see, hear, touch, and smell at a distance of 3 miles. As a standard action, he can perceive anything within 3 miles of his worshipers, holy sites, objects, or any location where his name or one of his titles was spoken in the last hour. He can extend his senses to up to 2 locations at once, and he can block the sensing power of deities of his rank or lower at up to two remote locations at once for 3 hours.

Portfolio Sense: luz is aware whenever a rumor or lie reaches the ears of at least 1,000 people.

Automatic Actions: luz can use Bluff, Innuendo, and Intimidate as free actions if the DC for the task is 15 or less. He can perform up to 2 such free actions each round.

Create Magic Items: luz can create items of up to 4,500 gp that create illusions or obscure the truth without any requisite item creation feat.

Divine Aura: The maximum radius for luz's divine aura is 30 feet. The save DC is 20.



PHOLTUS

Intermediate God (15)

Symbol: Full moon partially eclipsed by a smaller moon

Home Plane: Celestia

Alignment: Lawful good

Portfolio: Light, law, order, sun, moon

Worshipers: Theocracy of the Pale residents, judges, lawyers, astronomers

Cleric Alignments: LG, LN, NG

Domains: Good, Knowledge, Law, Sun

Favored Weapon: Quarterstaff

Pholtus is the self-proclaimed ultimate authority on law and the guardian of the natural order of everything under the sun and moon. Worshiped in the Theocracy of the Pale, he urges his followers to breathe every breath in a perfect, orderly way. Artists in the Theocracy of the Pale depict him in paintings and sculptures as a slender, white-robed form with shining eyes and an ivory quarterstaff topped by an electrum sun-disk.

Dogma

Pholtus teaches that those who hold to chaotic or evil notions are never to be shown the slightest tolerance, and all should aggressively spread the perfect order of law across the Material Plane.

As one revered text puts it: "The One True Way is a strict path, but it guarantees rightness. Show no tolerance for those who do not give all for the cause of Law. Fanaticism in the name of the Blinding Light is praiseworthy, and Law's champions shall be rewarded in the era when chaos has been vanquished."

Clergy and Temples

Depending on their rank, clerics of Pholtus wear three kinds of vestments:

Lower-level members of the Glimmering Order dress in white, mid-rank members of the Gleaming Order add silver trim and accessories, and the powerful Shining Order are bedecked in white, silver, and gold. Clerics of Pholtus generally travel in large groups when outside the Theocracy of the Pale, because the unbending dogma of Pholtus is unpopular in many lands.

Within the Theocracy of the Pale, an Inquisition-like fervor has gripped the priesthood for more than two hundred years. Wizards, sorcerers, and clerics of "hostile" faiths, and unusual creatures are watched closely or driven away. The Templars of the Church Militant and the roaming High Legates lead periodic campaigns throughout the Theocracy of the Pale, putting anyone who dares disturb the perfect order of Pholtus to the sword.

A ruling body of clerics known as the Council of Nine chooses a great Theocrat, who sits on the Throne of the Sun for a lifetime and is also known as the Supreme Prelate of the Pale. The Council of Nine ordinarily attends to affairs across the Theocracy and beyond, but they meet in the city of Wintershaven four times a year to discuss matters of church doctrine and policy.

Pholtus's temples are everywhere in the Theocracy of the Pale, and they double as important government buildings. They usually have a strong watch presence and prison cells where those who break the laws of Pholtus can be punished for their crimes against the perfect order of the universe.

Pholtus

Fighter 9/**Paladin** 20/**Cleric** 20
Medium-Size Outsider (Chaotic, Good)

Divine Rank: 15

Hit Dice: 20d8+140 (outsider) plus 9d10+63 (Ftr) plus 20d10+140 (Pal) plus 20d8+140 (Clr) (822 hp)

Initiative: +15 (+11 Dex, +4 Improved Initiative)

Speed: 80 ft.

AC: 76 (+11 Dex, +15 divine, +28 natural, +12 deflection)

Attacks: +5 *disruption holy speed quarterstaff* +82/+82/+77/+72/+67 *melee* plus +82/+77 *melee* (off hand)

Damage: Huge +5 *disruption holy speed quarterstaff* 1d6+12/19-20 or 1d6+8/19-20 *off-hand*

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Turn undead 21/day asClr20, 21/day as Pal20, domain powers, divine aura, salient abilities, spell-like abilities

Special Qualities: Detect evil, divine grace, lay on hands (240/day), divine health, aura of courage, smite evil, remove disease (6/week), portfolio powers, divine immunities, damage reduction 50/+4, fire resistance 35, spell resistance 67

Saves: Fort +58, Ref +63, Will +61

Abilities: Str 25, Dex 32, Con 25, Int 37, Wis 31, Cha 35

Skills: Appraise +61, Bluff +80, Concentration +95, Decipher Script +51, Diplomacy +108, Gather Information +50, Heal +88, Intimidate +74, Jump +49, Knowledge (religion) +101, Knowledge (local) +91, Knowledge (nobility and royalty) +91, Listen +58, Perform +60, Profession (judge) +101, Profession (lawyer) +101, Ride +88, Scry +81, Search +51, Sense Motive +105, Spellcraft +81, Spot +58; *Always receives a die result of 20 on skill checks

Feats: Alertness, Ambidexterity, Brew Potion, Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Item, Deflect Arrows, Disguise Spell, Dodge, Empower Spell, Enlarge Spell, Expertise, Extra Turning (x2), Fleet of Foot, Forge Ring, Greater Spell Focus (Abjuration), Greater Spell Focus (Evocation), Greater Spell Penetration, Heighten Spell, Improved Critical (quarterstaff), Improved Disarm, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Jack of All Trades, Lightning Reflexes, Maximize Spell, Mobility, Persistent Spell, Point Blank Shot, Power Critical (quarterstaff), Precise Shot, Quicken Spell, Run, Scribe Scroll, Skill Focus (Sense Motive), Spell Focus (Abjuration), Spell Focus (Evocation), Spell Mastery, Spell Penetration, Still Spell, Stunning Fist, Superior Expertise, Two Weapon Fighting, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff), Whirlwind Attack

Divine Immunities: Acid, cold, electricity, poison, transmutation, draining and ability damage, mind effects, imprisonment, and banishment

Salient Divine Abilities: Alter Form, Alter Reality, Alter Size, Area Divine Shield, Avatar, Divine Blast, Divine Radiance, Divine Shield, Divine Skill Focus (Sense Motive), Divine Weapon Focus (quarter-

staff), Energy Burst, Energy Storm, Extra Domain, Gift Of Life, Instant Counterspell, Know Secrets, Lay Quest, Power of Truth

Domain Powers: Cast good, law, and divination spells at +1 caster level, greater turning.

Spell-Like Abilities (at will as a 25th-level caster; base DC = 38 + spell level): *Aid, blade barrier, calm emotions, clairsentience/clairvoyance, detect secret doors, detect thoughts, discern location, dictum, dispel chaos, dispel evil, divination, endure elements, find the path, fire seeds, fire shield, flame strike, foresight, heat metal, hold monster, holy aura, holy smite, holy word, legend lore, magic circle against chaos, magic circle against evil, order's wrath, prismatic sphere, protection from chaos, protection from evil, searing light, shield of law, summon monster IX, sunbeam, sunburst, true seeing*

Cleric Spells/Day (base DC = 20 + spell level, 22 + spell level for Abjuration and Evocation): 6/9/9/8/8/8/7/6/6/6

Paladin Spells/Day (base DC = 20 + spell level, 22 + spell level for Abjuration and Evocation): 6/6/5/5

Divine Powers

As an intermediate deity, Pholtus automatically receives a die result of 20 on any check. He also adds a divine bonus of +15 to all attacks, saves, and checks; this is included in the statistics block where it applies.

Senses: Pholtus can see, hear, touch, and smell at a distance of fifteen miles.

Portfolio Sense: Pholtus senses the breaking of any law the instant it happens and retains the sensation for fifteen weeks after the event occurs.

Automatic Actions: Pholtus can use any of his Knowledge or Profession skills as free actions if the DC for the task is 25 or less. He can perform up to ten such free actions each round.

Create Magic Items: As a god of light and law, Pholtus can create magic items that emit light or affect chaotic creatures without the requisite item creation feat.

Divine Aura: The maximum radius for Pholtus's divine aura is 1,500 feet. The save DC is 37.

Avatars

Pholtus's avatars are usually slender men with shining eyes and gleaming

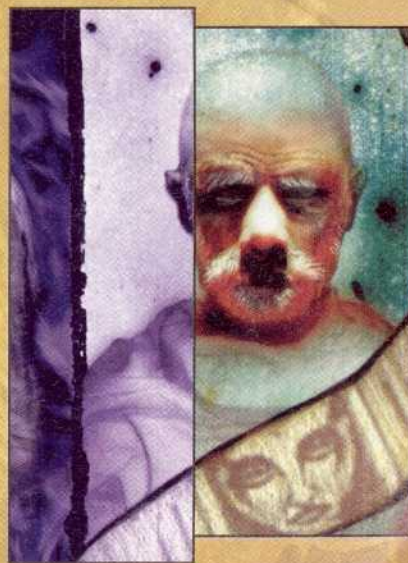
white robes. On rare occasions, he uses an avatar to visit the Council of Nine when they meet.

Avatar of Pholtus: As Pholtus except divine rank 7, AC 42 (touch 29, flat-footed 31); Atk +73/+73/+68/+63/+58 melee plus +73/+68 melee (off hand) (1d6+12/19-20 or 1d6+8/19-20 off-hand); SV Fort +50, Ref +55, Will +53

Divine Aura: The maximum radius for the avatar's divine aura is 70 feet. The save DC is 29.

Spell-Like Abilities: at will as a 17th-level caster; base DC = 30 + spell level

Salient Divine Abilities: Alter Size, Divine Blast, Divine Radiance, Divine Shield, Divine Weapon Focus (quarterstaff), Extra Domain, Gift Of Life, Know Secrets, Lay Quest



RAO

Greater God (17)

Symbol: White facemask

Home Plane: Celestia

Alignment: Lawful good

Portfolio: Peace, reason, serenity

Worshippers: Paladins, monks, negotiators

Cleric Alignments: LG, LN, NG

Domains: Good, Knowledge, Law

Favored Weapon: Light mace

The deity of calm, meditative thought and contemplation, Rao (Rah-oh), appears as a dark-skinned elderly man with bushy white hair and a smile that radiates his inner peace. He is rarely without the *Serene Staff of Rao*, an artifact that he wields as a light mace.

Because he is the god of peace, Rao has few enemies among the gods; even

Nerull has stayed his hand when faced with Rao's beatific calm. He rarely interferes directly in the affairs of Oerth, instead working through his worshipers to bring an end to the wars that rage across the Flanaess. He becomes active to oppose luz whenever he can, because luz has been responsible for much of the recent warfare.

Monks and spellcasters who seek uninterrupted meditation also venerate Rao. Many gurus admonish their fidgeting pupils to "be as Rao."

Dogma

Rao expects clerics and other worshipers to reject strong emotion for the calm and serenity of inner peace. Only when the foundation of good and reason are threatened should Rao's followers take to the battlements.

Serene Staff of Rao: This item, shaped like an undersized staff that a shepherd might use, is a +5 *holy lawful speed light mace* that can *banish* (as the *banishment* spell cast by a 20th-level cleric) any outsider of up to 40 HD within line of sight as a standard action. It also projects *sympathy* within a one-mile radius (as the *sympathy* spell cast by a 20th-level cleric) and can *heal* with a touch.

Caster Level: 25th; **Weight:** 5 lb.

As Rao's clerics say in a post-meditative prayer: "Reason is the greatest gift. It leads to discourse, which leads to peace, which leads to serenity. If all could be convinced to reason with each other, the world would enjoy the harmony of benign order. Some refuse to use reason and instead resort to violence, at which time action—governed by reason and wisdom—is required to counteract their deeds and restore peace."

When such direct action is required, evildoers find Rao's soldiers a difficult challenge: calm, implacable, and utterly convinced of the righteousness of their cause. Though slow to act, Rao's followers act surely, carefully, and with great force.

Clergy and Temples

Clerics of Rao spend much of their time in meditation and teaching. Some are gifted counselors and negotiators, and many warring noble clans only bury the hatchet after a cleric of Rao bids them sit down and talk of peace.

Temples to Rao are generally stately, open-air affairs filled with incense, quiet chanting, and earnest philosophical discussion. Many have extensive libraries and learned sages on hand to answer even the most esoteric questions.

Rao

Fighter 20/**Cleric** 20

Medium-Size Outsider (Good, Lawful)

Divine Rank: 17

Hit Dice: 20d8+140 (outsider) plus 2d10+140 (Ftr) plus 20d8+140 (Clr) (940 hp)

Initiative: +13 (+9 Dex, +4 Improved Initiative)

Speed: 80 ft.

AC: 76 (+9 Dex, +17 divine, +30 natural, +10 deflection)

Attacks: *Serene Staff of Rao* +73/+73/+68/+63/+58 melee; *Always receives a die result of 20 on attacks; roll die to check for critical

Damage: *Serene Staff of Rao* 1d6+34/19-20/x3; *Always does maximum damage

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Turn undead 13/day

Special Qualities: Damage reduction 52/+4, fire resistance 37, spell resistance 49

Saves: Fort +58, Ref +60, Will +68; *Always receives a die result of 20 on saves

Abilities: Str 28, Dex 29, Con 24, Int 30, Wis 44, Cha 30

Skills: Alchemy +50, Animal Empathy +57, Balance +49, Bluff +70, Concentration +77, Diplomacy +88, Escape Artist +49, Handle Animal +77, Heal +77, Intimidate +64, Knowledge (arcana) +80, Knowledge (religion) +80, Knowledge (the planes) +80, Perform +70, Profession (philosopher) +90, Scry +70, Sense Motive +77, Spellcraft +80; *Always receives a die result of 20 on skill checks

Feats: Alertness, Blind-Fight, Blindsight 5-ft. Radius, Cleave, Combat Reflexes, Craft Wondrous Item, Divine Might, Dodge, Expertise, Eyes in the Back of Your Head, Great Fortitude, Heighten Spell, Improved Bull Rush, Improved Disarm, Improved Initiative, Improved Trip, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Mounted Combat, Power Attack, Power Critical (light mace), Quicken Spell, Reach Spell, Sacred Spell, Scribe Scroll, Spring Attack, Sunder, Superior Expertise, Weapon Focus (light mace), Whirlwind Attack

Divine Immunities: Acid, cold, electricity, poison, transmutation, draining and ability damage, mind effects, imprisonment, and banishment

Salient Divine Abilities: Alter Form, Alter Reality, Alter Size, Area Divine Shield, Avatar, Battlesense, Clairsight, Divine Blast, Divine Blessing (Wisdom), Divine Dodge, Divine Fast Healing, Divine Inspiration (hope), Divine Shield, Divine Spellcasting, Divine Storm, Divine Weapon Focus (light mace), Divine Weapon Specialization (light mace), Gift of Life, Instant Move, Life and Death, Mass Divine Blast, Rejuvenation

Domain Powers: Cast good, law, and divination spells at +1 caster level

Spell-Like Abilities (at will as a 27th-level caster; base DC = 37 + spell level): *Aid, blade barrier, calm emotions, clairaudience/clairvoyance, detect secret doors, detect thoughts, discern location, dictum, dispel chaos, dispel evil, divination, find the path, foresight, hold monster, holy aura, holy smite, holy word, legend lore, magic circle against chaos, magic circle against evil, order's wrath, protection from chaos, protection from evil, shield of law, summon monster IX, true seeing*

Cleric Spells/Day (base DC = 29 + spell level): 6/11/10/10/10/10/8/8/8/3/3/3/3/2/2/2/2

Divine Powers

As a greater deity, Rao automatically receives the best possible result on any die roll he makes. He also adds a divine bonus of +17 to all attacks, saves, and checks; this bonus is included in the statistics block where it applies.

Senses: Rao can see, hear, touch, and smell at a distance of seventeen miles.

Portfolio Sense: Rao senses anyone deep in meditation or peace negotiations seventeen weeks before the event happens, and he retains the sensation for seventeen weeks after the event occurs.

Automatic Actions: Rao can use any Knowledge or Profession skill as a free action if the DC for the task is 30 or less. He can perform up to twenty such free actions each round.

Create Magic Items: Rao can create any nonartifact magic item, except for weapons, armor, and any item that deals damage.

Divine Aura: The maximum radius for Rao's divine aura is seventeen miles. The save DC is 37.

Avatars

Rao rarely sends his avatar to the Material Plane, although he'll sometimes travel to peace talks incognito.

Avatar of Rao: As Rao except divine rank 8, AC 56 (touch 28, flat-footed 47); Ark +63/+63/+58/+53/+48 melee (1d6+34/19-20/x3, Crook of Rao); SV Fort +48, Ref +50, Will +58

Divine Aura: The maximum radius for the avatar's divine aura is 70 feet. The save DC is 27.

Spell-Like Abilities: Caster level 18; base DC = 28 + spell level.

Salient Divine Abilities: Alter Size, Clairsight, Divine Blast, Divine Blessing (Wisdom), Divine Inspiration (hope), Divine Shield, Divine Weapon Focus (light mace), Divine Weapon Specialization (light mace), Gift of Life, Life and Death.



THARIZDUN

Intermediate God (11)

Symbol: Dark Spiral

Home Plane: Imprisoned on demiplane

Alignment: Neutral evil

Portfolio: Entropy, insanity, darkness

Worshippers: Insane cultists

Cleric Alignments: CE, CN, NE

Domains: Chaos, Evil, Madness, Force, Destruction

Favored Weapon: Curved dagger

An ancient, dark god of malign decay and madness, Tharizdun seeks nothing less than the utter destruction of the universe, reducing all to literal nothingness. Eons ago, Tharizdun was imprisoned when the other gods put aside their differences and attacked in

unison, fearing his dread dreams would come to pass.

Now Tharizdun is trapped alone in a prison demiplane from which he cannot free himself. His conduits to the Material Plane and the rest of the Great Wheel are few and tenuous, and only learned sages know that Tharizdun was ever worshiped. Under cover of darkness, cults of his insane priests labor tirelessly to free their dark master from his prison, hoping to aid him in the destruction of all.

Tharizdun's cultists call him by many names, including He of Eternal Darkness and the Ebon God. He also grants spells in the guise of the Elder Elemental Eye.

Dogma

The very threads that weave the universe together must be torn asunder, then burned, then the ashes scattered, until all is nothingness and no one exists to remember existence. As an inscription in one of Tharizdun's black pyramids says: "Light must be snuffed, perfection decayed, order dissolved, and minds fragmented."

Tharizdun's dark whispers are entropy themselves, and thus his dogma doesn't get more complex than that. Given the insanity rampant among his clerics, any discussion about Tharizdun's will often degenerates into screams and ululations.

Clergy and Temples

Many of Tharizdun's clerics have no idea that they worship He of Eternal Darkness. Tharizdun hides behind other names and aspects, most notably the Elder Elemental Eye. Those who know the truth are offered great power, but the price is often the cleric's sanity. The more dark blessings a cleric of Tharizdun receives, the more tenuous her grip on reality.

Tharizdun's few remaining temples and unholy sites are far from civilization and well hidden—the public knowledge of a site devoted to Tharizdun is enough to raise an army of crusading paladins. Tharizdun's cults guard these sites carefully and rarely stray from them, for their dark god has great difficulty granting spells far from the ancient sites once devoted to him.

Tharizdun

Wizard 20/Cleric 20

Medium-Size Outsider

Divine Rank: 11

Tharizdun's Domains

The Madness and Force domains, and the spells that go with them, are reprinted here to give DMs who are new to Tharizdun the freedom to use him as intended. The domains and spells first appeared in *The Return to the Temple of Elemental Evil* by Monte Cook. If you're using that product, you'll note that there is a different granted power for the Madness domain. The one presented here is an alternate version that does not use the Insanity statistic. If you have access to both, feel free to choose which is more appropriate for your campaign.

Hit Dice: 20d8+120 (outsider) plus 20d4+120 (Wiz) plus 20d8+120 (Clr) (760 hp)

Initiative: +13 (+9 Dex, +4 Improved Initiative)

Speed: 80 ft.

AC: 44 (+9 Dex, +11 divine, +24 natural, +10 deflection)

Attacks: +5 *ghost touch keen wounding dagger* +66/+61/+56/+51 melee

Damage: +5 *ghost touch keen wounding dagger* 1d4+12/15-20

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Rebuke undead 13/day, domain powers, divine aura, salient abilities, spell-like abilities

Special Qualities: Portfolio powers, divine immunities, damage reduction 46/+4, fire resistance 31, spell resistance 63

Saves: Fort +50, Ref +52, Will +49

Abilities: Str 23, Dex 29, Con 22, Int 44, Wis 39 (19), Cha 31

Skills: Alchemy +85, Balance +22, Bluff +44, Concentration +81, Diplomacy +55,

Disguise +54, Heal +14, Hide +76, Innuendo +43, Intimidate +74, Jump +22,

Knowledge (arcana) +91, Knowledge (geography) +68, Knowledge (history) +68, Knowledge (religion) +91,

Knowledge (the planes) +78, Knowledge (undead) +91, Listen +58, Move Silently +53, Profession (scribe) +77, Scry +91,

Search +61, Sense Motive +54, Spellcraft +91, Spot +58, Swim +41,

Tumble +53; *Always receives a 20 on skill checks

Feats: Brew Potion, Combat Casting, Combat Reflexes, Craft Wand, Craft Wondrous Item, Dodge, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Extra Turning, Forge Ring, Greater

Spell Penetration, Heighten Spell, Improved Critical (dagger), Improved Initiative, Maximize Spell, Persistent Spell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Penetration, Still Spell, Weapon Finesse (dagger), Weapon Focus (dagger), Widen Spell

Divine Immunities: Acid, cold, electricity, poison, transmutation, draining and ability damage, mind effects, imprisonment, and banishment

Salient Divine Abilities: Alter Reality, Alter Size, Alter Form, Arcane Mastery, Avatar, Control Creatures (undead), Divine Blast, Divine Inspiration (despair), Divine Shield, Divine Spellcasting, Extra Domain x2, Increased Spell Resistance, Spontaneous Wizard Spells

Domain Powers: Cast chaos and evil spells at +1 caster level, Insanity 20 (adds +10 to Wisdom for spellcasting, -10 to Wisdom otherwise), reroll damage roll 1/day

Spell-Like Abilities (at will as a 21st-level caster; base DC = 31 + spell level):

Animate objects, annihilation, blasphemy, blast of force*, bolts of bedevilment*, chaos hammer, circle of doom, cloak of chaos, confusion, contagion, create undead, desecrate, disintegrate, dispel good, dispel law, earthquake, forcecage, harm, implosion, inflict critical wounds, inflict light wounds, insanity, mage armor, magic circle against good, magic circle against law, magic missile, Otiluke's resilient sphere, Otiluke's telekinetic sphere, phantasmal killer, protection from good, protection from law, rage*, random action, repulsion, shatter, summon monster IX, Tharizdun's maddening scream*, Tharizdun's touch*, unholy aura, unholy blight, wall of force, weird, word of chaos*

Cleric Spells/Day (base DC = 24 + spell level): 6/10/10/9/9/9/8/7/7/3/2/2/2/2

Wizard Spells/Day (base DC = 27 + spell level): 4/9/8/8/8/8/7/7/7/7/3/3/3/3/2/2/2/2

Divine Powers

As an intermediate deity, Tharizdun automatically receives a die result of 20 on any check. He also adds a divine bonus of +11 to all attacks, saves, and checks.

Senses: Tharizdun can see, hear, touch, and smell at a distance of eleven miles.

Portfolio Sense: Tharizdun senses the thoughts of any insane person, and

he retains the sensation for eleven weeks after the event occurs. He is likewise aware of any destructive act performed at a site where he was once worshiped.

Automatic Actions: Tharizdun can use Alchemy, Spellcraft, or any of his Knowledge or Profession skills as free actions if the DC for the task is 25 or less. He can perform up to ten such free actions each round.

Create Magic Items: As a deity of destruction and madness, Tharizdun can create any magic item that deals damage or forces a compulsion on a target.

Divine Aura: The maximum radius for Tharizdun's divine aura is 1,100 feet. The save DC is 31.

Avatars

Tharizdun's avatar takes the same form he does: a pitch-black, roiling amorphous form. His avatars can't leave Tharizdun's prison either, but they're the only companions the Ebon One has, so he'll occasionally create an avatar to converse with, fight, or perform some unspeakable rite. Rumors persist, however, that one of his avatars remains trapped somewhere on the Material Plane, unable to leave but also beyond the watchful eyes of the other deities.

Avatar of Tharizdun: As Tharizdun except divine rank 5; AC 31 (touch 18, flat-footed 22) SV Fort +44, Ref +46, Will +43

Divine Aura: The maximum radius for the avatar's divine aura is 50 feet. The save DC is 25.

Spell-Like Abilities (at will as a 15th-level caster; base DC = 25 + spell level): Tharizdun's avatars have the Chaos, Evil, and Destruction Domains only.

Salient Divine Abilities: Arcane Mastery, Control Creatures (undead), Divine Blast, Divine Inspiration (despair), Divine Shield, Divine Spellcasting, Increased Spell Resistance

THE MADNESS DOMAIN

Deity: Tharizdun

Granted Power: Once per day, see and act with the clarity of true madness. You may add your Charisma modifier to the DC of any spell. You must choose whether or not to use this power before the spell is cast.

Madness Domain Spells

- 1 *Random Action*
- 2 *Tharizdun's Touch*
- 3 *Rage*
- 4 *Confusion*
- 5 *Bolts of Bedevilment*
- 6 *Phantasmal Killer*
- 7 *Insanity*
- 8 *Tharizdun's Maddening Scream*
- 9 *Weird*

Tharizdun's Touch

Enchantment [Mind-affecting]

Level: Madness 2

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: 1 rounds/level

Saving Throw: Will negates

Spell Resistance: Yes

You can touch one living creature, clouding his mind so that he takes no actions for 1 round per caster level. The dazed subject is not stunned (so attackers get no special advantage against him), but he can't move, cast spells, use mental abilities, and so on.

Rage

Enchantment (compulsion) [Mind-affecting]

Level: Madness 3

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell puts a creature into a screaming blood frenzy. In this rage, the target gains a +4 morale bonus to Strength and Constitution and a +2 morale bonus on Will saves. (Unlike barbarians, no penalty to AC is suffered, and no fatigue period comes after the rage is over.)

Bolts of Bedevilment

Enchantment [Mind-affecting]

Level: Madness 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: Up to three creatures

Duration: 2 rounds/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell empowers you with the ability to cast three ray attacks, one per round, during a period of one round per level. Attacking with the ray attack is a standard action. The ray affects one living creature, clouding his mind so that he takes no actions for 1d3 rounds. The affected creature is dazed (not stunned), so attackers get no special advantage against him, but he can't move, cast spells, use mental abilities, and so on.

Tharizdun's Maddening Scream

Enchantment (Compulsion)
[Mind-affecting]
Level: Sor/Wiz 8
Components: V
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 1d4+1 rounds
Saving Throw: None
Spell Resistance: Yes

The target cannot keep himself from screaming, gibbering, and leaping about as though completely mad. This spell makes it impossible for the victim to do anything other than race about caterwauling. The spell also gives the victim a -4 penalty to his AC, makes it impossible for him to use a shield effectively, and requires that he roll a 20 for Reflex saves to succeed.

THE FORCE DOMAIN

Deity: Tharizdun
Granted Power: By manipulating cosmic forces of destruction, once per day the cleric can re-roll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls.

Force Domain Spells

- 1 *Mage Armor*
- 2 *Magic Missile*
- 3 *Blast of Force*
- 4 *Otiluke's Resilient Sphere*
- 5 *Wall of Force*

- 6 *Repulsion*
- 7 *Forcecage*
- 8 *Otiluke's Telekinetic Sphere*
- 9 *Annihilation*

Blast of Force

Evocation [Force]
Level: Force 3
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You direct a single, invisible blast of force at a chosen target. This is a ranged touch attack that inflicts 1d6 points of damage for every two levels, to a maximum of 5d6. In addition, a successful hit forces the target to make a Fortitude save or be knocked prone (size and stability modifiers apply to the saving throw as if this were a bull rush.)

Annihilation

Evocation [Force]
Level: Force 9
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: 2-foot globe of nothingness
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

Using a blast of incredible force, you tear a temporary hole in the fabric of reality. This hole takes on the form of a *sphere of annihilation*. You control the sphere as if you possessed a *talisman of the sphere*. At the end of the duration, the hole seals itself and the sphere disappears, leaving a path of destruction in its wake. ☛

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RAMMING SPEED

Vehicle Combat Rules

by David W. Noonan • illustrated by Dennis Cramer

The *Flying Dutchman*, *Argos* (with its Argonauts), the *Dawn Treader*, *Sophie* and *Polychrest*, the *Ship That Sails on Land and Sea*—all are vehicles of legend. As the characters in your campaign move from place to place in search of adventure, sometimes they'll find that the vehicles they use to get from battle to battle become part of the tale.

Some vehicles are simple: the wagons in a halfling caravan, the merchant-ship docked in the harbor, and the catapult towed behind warhorses. Others have power, mystery, and magic. Wit these rules, characters can create floating fortresses to rule the seas, flying chariots to whisk them from place to place, and fearsome siege engines to terrorize the countryside.

VEHICLES IN YOUR GAME

Vehicles are used in D&D games in one of three ways.

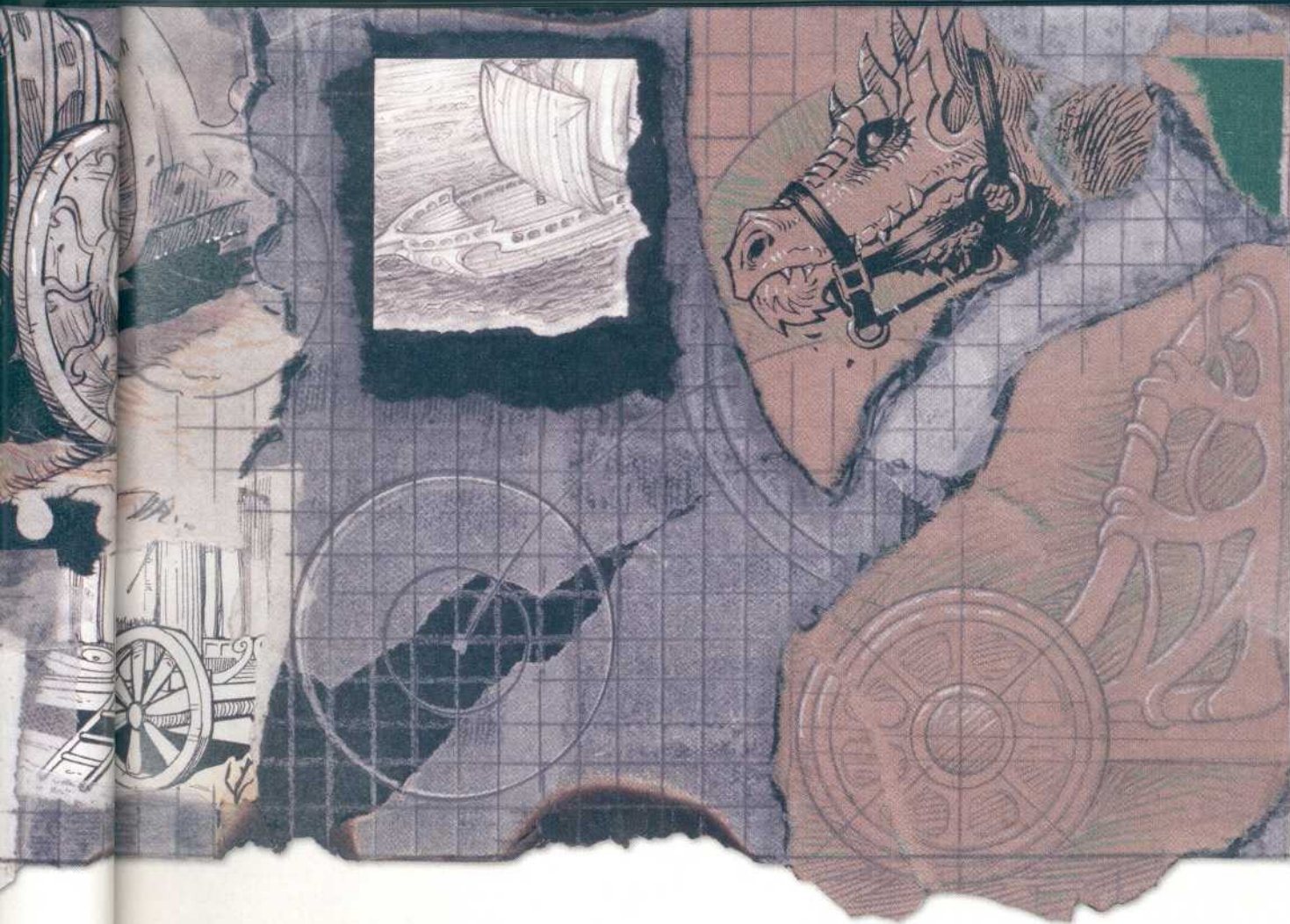
As "Off-Camera" Transportation:

If you want to get the characters from one adventure site to another, it's easy to simply say, "You boarded a sailing ship named the *Drunken Triton* and arrive in Rel Astra two weeks later." The speeds and cargo capacities listed in the vehicle stat blocks below should give you an idea of how long voyages take, and you can simply charge the transportation costs listed in Chapter 5 of the *DUNGEON MASTER's Guide* (1 sp per mile for ocean travel and 3 cp per mile for land travel). If you're in a hurry to get onto the next adventure, you can skip random encounters along the way.

As Props in Unusual Set-Piece Battles: Variety is the spice of lively battles, and your players might appreciate the change of pace if they get to

drive chariots around the emperor's arena or repel pirate boarders on the decks of a merchant-galley. Characters can borrow or commandeer the vehicles they need for a battle or chase. Each of the vehicles below has its speed, maneuverability, and protective qualities detailed. Crashes and collisions are inevitable for some characters, so rules for those follow as well.

As the Organizing Principle of the Campaign: Maybe the characters in your adventure are the officers of a privateer, hunting the seas for their queen's foes and bringing prize ships back to the docks. Your players can revel in the hunt on the high seas, engage in naval battles, and enjoy land-based adventures in every port of call. New characters can join the group simply by being hired on as new crew members (probably as officers unless your players are comfortable issuing



orders to one another). If you center your campaign around a single large vehicle, you give the characters a very good reason to stick together and pool their resources. It's also fun to watch the vehicle develop a reputation to rival the famous ships of legend.

If characters acquire a vehicle and become interested in customizing it, allow them to purchase augmentations as their time and budget allows. They can also "trade up" through purchase or outright conquest.

A TOUR OF YOUR VEHICLE

The Diagram: Each vehicle has a diagram that shows how it fits on a 5-foot grid. The diagrams are approximations and don't necessarily represent the "real" size of the vehicle any more than D&D characters are "really" 5-foot cubes. The diagrams are just useful abstractions that answer questions like "how many people can stand on the deck of the ship?" or "how far behind the horse is my chariot?"

Rotation Point: Each diagram shows a rotation point; for sailing ships, it's usually the primary mast. You'll use

the rotation point whenever your vehicle turns, keeping the rotation point stationary and moving the rest of the vehicle to make the turn.

Wheel: Whether it's a ship's helm, a mass of levers and dials, or just a convenient place to grab the reins, there's one spot where the driver of the vehicle stands or sits. That's the wheel position on the diagram. If the driver leaves the wheel, the vehicle is out of control (see the Out of Control Vehicles section below).

Ten-Foot Sections: Large vehicles have their exteriors divided into 10-foot square sections to handle combat damage. Each 10-foot section has its own Armor Class, hit points, and hardness. Destroying a 10-foot section doesn't necessarily mean the demise of the entire vehicle, but it's rarely good news for the crew.

Sailing ships also have rigging, which is treated as its own section separate from the 10-foot sections that make up the hull. Attackers can target the rigging separately using the statistics provided with each vehicle.

Interior Features: Much like a dungeon, particularly large vehicles have

interior walls, hallways, doors, and other architectural features. Space is generally at a premium on a vehicle, so such features tend to be smaller and more cramped than their stationary counterparts. But in a world with magic, almost anything is possible, and eventually the line between massive vehicle and mobile building becomes indistinguishable.

VEHICLE MOVEMENT

Much like flying characters, vehicles have maneuverability classes. For land- and sea-based vehicles, the only values that matter are turn, turn in place, and maximum turn. They can't climb or dive, and they don't have minimum forward speeds. Nautical vehicles use new maneuverability categories.

For simplicity's sake, vehicles turn in 45-degree increments. When a vehicle turns, simply turn it around its rotation point. If a turn puts the vehicle on top of other creatures, what happens depends on the relative size of the vehicle and the creatures. Treat the vehicle as a creature of its size; if it's three or more size categories larger than the creatures

TABLE 1: VEHICLE MANEUVERABILITY

	Perfect	Good	Average	Poor	Clumsy	Nautical Good	Nautical Average	Nautical Poor
Minimum Forward Speed	None	None	Half	Half	Half	None	None	None
Hover	Yes	Yes	No	No	No	—	—	—
Fly Backward	Yes	Yes	No	No	No	—	—	—
Reverse	Free	-5 ft.	—	—	—	—	—	—
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.	45°/30 ft.	45°/60 ft.	45°/120 ft.
Turn in Place	Any	+90°/-5 ft.	+45°/-5 ft.	No	No	No	No	No
Maximum Turn	Any	Any	90°	45°	45°	45°	45°	45°
Up Angle	Any	Any	60°	45°	45°	—	—	—
Up Speed	Full	Half	Half	Half	Half	—	—	—
Down Angle	Any	Any	Any	45°	45°	—	—	—
Down Speed	Double	Double	Double	Double	Double	—	—	—
Between Down and Up	0	0	5 ft.	10 ft.	20 ft.	—	—	—

Minimum Forward Speed: If a flying vehicle fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 200 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the vehicle to the ground, the pilot must spend his next turn recovering from the stall. The driver must succeed at a Profession (air pilot) skill check (DC 20) to recover. Otherwise it falls another 1000 feet. If the vehicle hits the ground, it takes falling damage. Otherwise the pilot has another chance to recover on his next turn.

Land and sea vehicles don't use this statistic, nor do dirigibles.

Hover: The ability to stay in one place while airborne.

Fly Backward: The ability to fly backward.

Reverse: A vehicle with good maneuverability uses up 5 feet of its speed to start moving backward. No matter what their maneuverability ratings, wind-powered ships can't go in reverse, and dray creatures move backward at a speed of 10 feet or their normal speed, whichever is less. Oar-powered vehicles move backward at half speed.

Turn: How much the vehicle can turn after covering the stated distance.

Turn in Place: A vehicle with good or average maneuverability can "spend" some of its speed to turn in place.

Maximum Turn: How much the vehicle can turn in any one round.

Up Angle: The maximum angle at which a flying vehicle can climb.

Up Speed: How fast a flying vehicle can climb.

Down Angle: The maximum angle at which a flying vehicle can descend.

Down Speed: A flying vehicle can fly down at twice its normal flying speed.

Between Down & Up: An average, poor, or clumsy flying vehicle must fly level for a minimum distance after descending and before climbing. Any flying vehicle can begin descending after a climb without an intervening distance.

in its way, it can turn through their squares. (It comes up much more rarely, but a vehicle three or more size categories smaller than a creature can turn through its area.) If the creatures aren't three size categories smaller, then the vehicle can't make a turn through the creatures' areas. If you're trying to collide with something on purpose, you need to move, not turn, into its space (see the Collisions section below).

Only vehicles with perfect maneuverability can move sideways or diagonally without switching the orientation of the vessel. All other vehicles must turn to make such moves.

Driving a vehicle is generally a move-equivalent action. The vehicle takes a single or double move at the driver's initiative, turning as the driver wishes. The driver is free to attack, cast a spell, or perform another standard action in addition to driving.

Most vehicles have a maximum speed listed in their statistics block. This represents a single move; undamaged vehicles can make a double move as easily as a single move.

Wind-Powered Vehicles

Some vehicles, such as sailing ships, depend on the wind to power their movement. To figure out how a sailing ship moves, first figure out wind speed and direction on the Tables 2 and 3.

As long as the vehicle is pointed within 90 degrees of downwind, its maximum speed is equal to the speed listed in the vehicle's stat block multiplied by the speed multiplier from Table 2. For example, if the wind is coming from the south, a galley with a listed speed of 20 feet pointing west, northwest, north, northeast, or east has a speed equal to 20 feet times the speed multiplier.

If a ship turns so that its bow points within 45 degrees of the direction the wind is coming from, its speed is reduced by half as long as it's pointing in that direction. If the wind is coming from the south, a galley pointing southeast or southwest moves at half speed.

If a ship turns into the wind (its bow points in the direction the wind is coming from), it comes to a halt and ends its movement that round. The ship can spend one of its moves to rotate 45

degrees in either direction, which will get it moving again (at half speed until it turns to more favorable winds).

Oar-Powered Vehicles

Ships with rowers move more consistently. As long as there are enough rowers, oar-powered ships move at their listed speed in any direction. Furthermore, they tend to be more maneuverable in close quarters than ships that rely on sails.

If the listed number of rowers isn't available, reduce the ship's speed by the same percentage as the reduced crew. For example, a galley that ordinarily has a speed of 20 feet with 160 rowers will have a speed of 10 feet if there are only 80 rowers aboard. Ships generally need at least a quarter of the listed number of rowers to make any progress at all.

Ships With Oars and Sails

Some ships, such as the galley and the warship, have both oars and sails. For these ships, two maneuverability ratings and two speeds are listed. Each round,

the driver of the vehicle decides whether the ship is using rowers or sails for locomotion and uses those statistics.

Drawn Vehicles

The speed of a drawn vehicle, such as a wagon or chariot, depends on what's pulling it (the dray creature). Horses are the most common dray creature, but the world of D&D also features carriages pulled by dire wolves, sea-sleds propelled by orcas, and vast siege towers drawn by teams of war elephants.

Two factors determine the speed of a drawn vehicle: the weight of the vehicle and the Strength score of the dray creatures. First, figure out the total weight of the vehicle, including driver, passengers, and cargo. Then divide the weight by four if it's a wheeled vehicle or three if it's an ice-sled or waterborne vehicle. The result is the pull weight of the vehicle.

Next, compare the pull weight of the vehicle to the Strength score of the dray creatures on Table 9-1: Carrying Capacity in the *Player's Handbook* to find out how fast the vehicle can travel. If there is more than one dray creature, simply divide the weight among them.

For example, Lidda has commandeered a treasure-laden wagon pulled by two heavy horses. The wagon weighs 400 pounds, there's 3,750 pounds of treasure on it, and Lidda weighs 50 pounds (including her gear). That means the wagon's total weight is 4,200 pounds, and its pull weight is 1,050. The two heavy horses therefore

carry 525 pounds each on Table 9-1 in the *Player's Handbook*. The heavy horses have Strength 15, and as Large quadrupeds they can carry three times the listed weight. The horses are under a heavy load, so the vehicle therefore moves at a Speed of 35 feet, and the horses can't run.

Note that once you know the pull weight of the vehicle, it's easy to figure out how the death of one dray creature affects the vehicle. The other dray creatures in a team might be strong enough to pick up the slack once the dead creature is released from the harness, but they might have heavier loads or be unable to move the vehicle at all.

Controlling Drawn Vehicles in Combat: Controlling a vehicle is a move-equivalent action, but warhorses, warponies, and any creatures trained for battle with the Handle Animal skill serve readily as dray creatures in a fight, and assuming conditions are good, the driver does not need to make a Handle Animal skill check to control their movement.

Other creatures tend to be frightened by combat. If the vehicle does anything other than remain still, the driver must make a Handle Animal check (DC 20) each round as a move-equivalent action. If the driver makes the check, the vehicle functions normally. A driver that fails must spend the rest of the round trying to calm the dray creatures or choose to let the vehicle be out of control that round.

Drivers who need both hands to fight can try to control a drawn vehicle with verbal commands, by wrapping the reins around an arm, or by other makeshift techniques. Doing so is difficult; a Handle Animal check (DC 25) is required at the beginning of the round the driver attempts to do so. A driver that fails can either pick up the reins (dropping something in one hand) or choose to let the vehicle be out of control that round.

A vehicle drawn by creatures not trained for combat can be driven in a similar manner, but the Handle Animal skill check is more difficult (DC 35).



Table 2: Random Wind Speed

Roll d%	Wind Condition	Speed Multiplier
01-05	calm (0 mph)	0
06-70	light (1-10 mph)	x1
71-80	moderate (11-20 mph)	x2
81-90	heavy (21-30 mph)	x3
91-99	severe (31-50 mph)	Can't sail
100	windstorm (51-74) or hurricane (75-150 mph)	Can't sail

Table 3: Random Wind Direction

Roll d8	Wind direction (originating direction)
1	South
2	Southwest
3	West
4	Northwest
5	North
6	Northeast
7	East
8	Southeast